Table of Contents

1. Ceremonies
2. Herbs
3. Prefixes
4. Suffixes
5. Cat Names
6. Allegiances
7. Territories
8. Clan Names
9. Prophecies
10. Warriors Fanfiction Cliches
11. Mary Sues
12. Camp
13. The Warrior Code
14. Clan Cat Duties
15. Terms Used
16. Fighting Techniques
17. Diseases and Injuries
18. Tail Signals
19. Borders
20. Prey
21. Clan Life
22. Enemy Animals
23. Medicine Cat Code
24. About The Clans
25. Deaths

Ceremonies

Clan Meeting

"Let all cats old enough to (verb) their own (noun)/the (place in territory) gather under the High(noun) for a Clan meeting!"

Deputy

Leader: "The time has come to appoint a new deputy. I say these words before StarClan, that the spirits of our ancestors may hear and approve my choice. (Cat name) will be the new deputy."

Warrior

Leader: "I, (leader prefix)star, leader of (Clan prefix)Clan, call upon my warrior ancestors to look down upon this apprentice. She/he has trained hard to understand the ways of your noble code and I commend him/her to you as a warrior in his/her turn. (apprentice prefix)paw, do you promise to uphold the warrior code, and protect and defend this Clan, even at the cost of your life?"

Apprentice: "I do."

Leader: "Then by the powers of StarClan, I give you your warrior name: (apprentice prefix)paw, from this moment on, you will be known as (new warrior name). StarClan honors your (virtue) and your (virtue) and we welcome you as a full warrior of (Clan prefix)Clan."

Virtues

Determination

Enthusiasm

Strength

Independence

Spirit

Honesty

Patience

Loyalty

Forethought

Intelligence

Faith

Apprentice

Leader: "From this day forward, until he/she has earned his/her warrior name, this apprentice will be called (kit prefix)paw. (warrior), (a sentence or two about the mentor's skills and virtues). May you pass down all you know to your apprentice."

Dying apprentice

Leader: "I ask my warrior ancestors to look down on this apprentice. He/She has learned the warrior code and has given up his/her life in service of his/her Clan. Let StarClan receive him/her as a warrior. His/Her name will be (warrior name) because (why). Let StarClan receive him/her by the name of (warrior name)."

Elder

Leader: "(cat name), is it your wish to give up the name of a warrior and go join the elders?"

Cat to be elder: "It is."

Leader: "Your Clan honors you and all the service you have given us. I call upon StarClan to give you many seasons of rest."

Medicine Cat

Medicine Cat: "(medicine cat apprentice), is it your wish to enter into the mysteries of StarClan as a medicine cat?"

Medicine Cat Apprentice: "It is."

Medicine Cat: "Then come forward. Warriors of StarClan, I present to you this apprentice. He/She has chosen the life of medicine cat. Grant her/him your wisdom and insight so that she/he may understand your ways and heal her/his Clan in accordance to your will."

(medicine cats touch noses to Moonstone or dive head into Moonpool)

Name Change

Leader: "Spirits of StarClan, you know every cat by name. I ask you now to take away the name from the cat you see before you, for it no longer stands for what he/she is. By my authority as Clan leader, and with the approval of our warrior ancestors, I give this cat a new name. From this moment on, he/she will be known as (new name). We honor her/his (virtue) and (virtue)."

Herbs

DO NOT USE THESE ON YOUR CAT IN REAL LIFE!

Alder bark - for toothaches; collected from alder trees in swamps

Beech leaves - carrying herbs; large, broad leaves; grows in soil that is not full of water

Bindweed - fasten sticks to broken legs to keep them in place; has pale white or pink flowers

Blackberry leaves - chewed to a pulp; eases the swelling of bee stings; collected leaves from a thorny blackberry bush; grows almost anywhere

Borage leaves - treats fever and helps nursing queens with milk; chewed and eaten by nursing queens, has small blue or pink star-shaped flowers/hairy leaves

Broom - used to make poultices for broken legs and wounds; are shrubs with small leaves and small yellow flowers; in ThunderClan's forest territory

Burdock root - chewed to a pulp; helps rat bites heal even if they are infected; is tall-stemmed thistle with a sharp smell and dark leaves (a thistle is a flower)

Burnet - traveling herb; has oval-shaped leaves with small flower buds on them; keeps a cat's strength up; found in dry, grassy meadows

Catchweed - stops poultices from being rubbed off without hurting a cat's skin; is a plant with fuzzy green balls on long stems; found in hedges and low shrubs

Catmint - treats whitecough and greencough; is a leafy and delicious-smelling plant; rarely found in wild, but found in Twoleg gardens; best to collect late in the day because the dew burns off so

it won't rot (evaporated)

Celadine - soothes damaged eyes; is a yellow flower with four petals; its juice is trickled into a cat's eye

Chamomile - strengthens heart and soothes mind; is a traveling herb for strength; is a small white flower with large yellow center; found in Twoleg gardens; eaten

Chervil - for infected wounds and bellyache; chewed to get juice out of leaves; has large leafy fern-like leaves and small white flowers

Chickweed - treats greencough; eaten; is a tall-stemmed plant with almond-shaped leaves

Cob nuts - made into ointments; found near hazel trees in sunny spots; is also known as hazelnut

Cobwebs - slow or stop bleeding; bind broken bones; found everywhere in the forest

Coltsfoot - eases breathing or kitten-cough; leaves chewed into a pulp; heals cracked or sore paw pads; has yellow or white flowers/ looks like a dandelion; grows by waterfalls

Comfrey root - repairs broken bones, soothes wounds, soothes wrenched claws, itching, inflammation of stiff joints, stiffness of shoulder when lying in a nest; has large leaves; roots are chewed into a poultice or can be put in a cat's nest; has small flowers which are pink, white, or purple; tangy smell; roots

Daisy leaf - eases aching joints; traveling herb; back pain; dark green, oval-shaped leaves; grow everywhere; chewed into a paste

Dandelion - soothe and heal bee stings; grow almost anywhere; leaves can be chewed; yellow-flowered plant with long, hollow stems

Dock leaves - soothes scratches; can sting when applied soothes sore paw pads and ease the pain of wounds; large-leafed plant with tangy smell and taste; chewed up and applied to scratches; can be

put in a cat's nest when they sleep

Fennel - helps hip pain; stalks are broken and juice is squeezed into injured cat's mouth; spiky leaves; found on dry soils near the ocean and by rivers

Feverfew - reduces fever and heals aches and headaches; small bush with daisy-looking flowers; tangy smell; grows by water; eaten

Goldenrod - heals wounds; chewed into poultice; grows on moors/ hills; tall plant with bright, yellow flowers

Heather nectar - makes swallowing easier and sweetens mixtures; included in herbal mixtures; grows in shady areas; nectar found in purple flowers

Honey - soothes infections, smoke-damaged or sore throats, helps cats swallow other herbs, soothes coughing, and gives energy; eaten or give to in moss; found in honeycombs or bees nests in trees; sweet, golden-colored liquid made by bees

Horsetail - treats infections and stops bleeding; chewed into a poultice and applied to wounds; found in swampy/marshy areas; tall, bristly-stemmed plant/fleshy stalks

Ivy leaf - stores other herbs; leaves from ivy vine

Juniper berries - soothes bellyaches, gives strength, helps troubled breathing, and calms cats; chewed and eaten; grows in dry places; purple-blue berries from dark green, spiky-leaved juniper bushes

Lamb's ear - gives a cat strength; found in mountains; soft, fuzzy green plant

Lavender - cures fever, hides scent of death; placed under a cat's nose to be inhaled constantly or rubbed on an animal/cat to hide its death scent; grows in sunny areas with sandy or gravel ground; small purple flowering plant

Mallow leaves - soothes bellyache; eaten; large fuzzy plant in a shrub with a rose smell; grows best by the ocean; best collected by sunhigh when they are dry

Marigold - stops infection of wounds and bleeding; used for inflammation of stiff joints; petals and leaves chewed into poultice; juice can be used; grows near water; low-growing flower that is yellow to bright orange

Mint - hides the scent of death; rubbed on a dead cat/animal; leaves with flowers that are white or purple

Mouse bile - makes ticks fall off elders or other cats; liquid is stored in moss and dabbed onto ticks on a cat's pelt; foul smelling, yellow-green liquid; can be found where mice are found

Dried oak leaf - stops infection; dried leaves are stored in a dry place until they need to be used; chewed into a poultice and spread on a wound; found all over the forest floor and collected in leaf-fall; round ruffled leaves

Parsley - stops a queen from making milk if her kits die, don't need milk anymore, or has too much milk; used to cure bellyache; eaten; grows in wet soil in a sunny area; long-stemmed plant with crinkly leaves and a sharp scent; tastes cold even when dry or wet

Poppy seeds - helps a cat sleep, soothes shock, eases pain, recommended for nursing queens; chewed on; found everywhere in forest; tiny, round black seeds that are shaken out of a dried poppy flowerhead

Ragwort leaves - treats aching joints and keeps a cat's strength up; crushed and chewed; mixed with juniper berries to help aching joints; found almost everywhere or in cooler areas with lots of rainfall; tall shrub with yellow flowers; tastes foul to cats

Ragweed - keeps a cat's strength up and gives energy; found in mountains; ragged-leaved plant that looks like a fern

Raspberry leaves - hides the scent of death; put on pelt of dead cat that is going to be buried; tall with needle-like leaves and purple flowers

Rush - holds a broken limb in place; binds broken bones; grows in soil; long narrow leaves and lavender-colored tops

Snakeroot - heals poison; applied to wounds; grows in warmer areas or cooler areas; best remedy for poison with snake bites

Sorrel - traveling herb; can build up appetite; found by Twoleg nests; leaves

Stick - distracts cats from pain for queens giving birth; cats in pain can bite down on it when other medicine is unavailable or not recommended; helps broken legs heal; can be found anywhere near trees

Stinging nettle - brings down swelling, mixed with comfrey to heal broken bones, heals wounds; chew stem to help fight infection; seeds eaten by cat who swallowed poison, leaves chewed into a poultice for a wound, stems can be chewed; found all over forest; green, spiny seeds

Sweet-sedge - eases infection; cats sallow the sap; grows in leaf-bare; most common near rivers; thick green stem with long buds at top

Tansy - cures coughs, cures wounds, poisons, stops cats from getting greencough, soothes throats; found in forest and near Twolegplaces; round, yellow leaves and has a sweet and strong smell

Tormentil - roots are good for treating wounds and extracting poison; chewed and applied to wound; found in cool or cold places; strong scent and sharp taste

Thyme - calms anxiety and shock; leaves can be chewed; found in hot and sunny places; small sticky leaves with fresh tang

Watermint - eases bellyache; chewed into pulp and eaten; found in rivers or wet soil; green, leafy plant

Wild garlic - prevents infection in rat bites; cats roll in it to use it; strong smell

Willow bark - eases pain; grows near Twoleg places; bark of willow tree

Willow leaves - stops vomiting; eaten; leaves of willow tree

Wintergreen - treats wounds and some poisons; oak-pine woods and sandy places; red berries

Yarrow - extracts poison from wounds, makes a cat vomit up poisons, softens and heals cracked paw pads; leave are chewed into a poultice that is applied to wound or given to cat; flowering plant

Deathberries - kills a cat when eaten, but not instantly; red berries and dark-leaves yew bush

Foxglove seeds - causes paralysis and heart failure to a cat; found almost everywhere; tiny, black seeds from foxglove plant

Holly berries - danger to kits; plant with spiny leaves and red berries

Deadly nightshade - poisonous; to kill a cat who cannot be saved quickly; in wet and shaded places; small shrub with flowers; berries are shiny and black when ripe

Water hemlock - causes writhing, pain, and foaming at the mouth; found in marshy areas; green or white flowers with petals

Prefixes

Adder-

Amber-

Ant-

Apple-

Arch-

Ash-

Aspen-

Badger-

Bark-

Beech-

Beetle-

Berry-

Billy-

Birch-

Bird-

Black-

Blizzard-

Bloom-

Blossom-

Blue-

Boulder-

Bounce-

Bracken-

Bramble-

Brave-

Briar-

Bright-

Brindle-

Bristle-

Broken-

Bumble-

Buzzard-

Cedar-

Cherry-

Chive-

Cinder-

Claw-

Cloud-

Copper-

Creek-

Crooked-

Crouch-

Crow-

Curl-

Daisy-

Dapple-

Dark-

Dawn-

Dead-

Deer-

Dew-

Doe-

Dove-

Drift-

Duck-

Dusk-

Dust-

Eagle-

Ebony-

Echo-

Eel-

Ember-

Fallen-

Fallow-

Fawn-

Feather-

Fennel-

Fern-

Ferret-

Finch-

Fire-

Flail-

Flame-

Flash-

Fleet-

Flint-

Flower-

Fly-

Fox-

Freckle-

Frog-

Frost-

Furze-

Fuzzy-

Golden-

Goose-

Gorse-

Grass-

Gray-

Green-

Hail-

Half-

Hare-

Harry-

Harvey-

Haven-

Hawk-

Hay-

Hazel-

Heather-

Heavy-

Heron-

Hickory-

Holly-

Honey-

Hoot-

Hope-

Hound-

Ice-

Ivy-

Jagged-

Jay-

Jump-

Kestrel-

Kink-

Lake-

Larch-

Lark-

Leaf-

Leopard-

Lichen-

Lightning-

Lily-

Lion-

Little-

Lizard-

Log-

Long-

Loud-

Low-

Maggot-

Mallow-

Maple-

Marigold-

Marsh-

Meadow-

Milk-

Minnow-

Mint-

Mist-

Misty-

Mistle-

Mole-

Moon-

Morning-

Moss-

Mossy-

Moth-

Mouse-

Mud-

Nettle-

Newt-

Night-

Nut-

Oak-

Oat-

Odd-

Olive-

One-

Otter-

Owl-

Pale-

Patch-

Pear-

Pebble-

Perch-

Petal-

Pigeon-

Pike-

Pine-

Plum-

Pool-

Poppy-

Pounce-

Prickle-

Primerose-

Puddle-

Quail-

Quick-

Rabbit-

Ragged-

Rain-

Rat-

Raven-

Red-

Reed-

Ripple-

Robin-

Rock-

Rose-

Rowan-

Rubble-

Running-

Rush-

Russet-

Rye-

Sage-

Sand-

Sandy-

Scorch-

Sedge-

Seed-

Shade-

Shady-

Sharp-

Sheep-

Shell-

Shimmering-

Shrew-

Silver-

Sky-

Slate-

Sleek-

Slight-

Sloe-

Small-

Smoke-

Snail-

Snake-

Sneeze-

Snow-

Song-

Soot-

Sorrel-

Sparrow-

Speckle-

Spider-

Spike-

Splash-

Spotted-

Squirrel-

Starling-

Stoat-

Stone-

Storm-

Stumpy-

Sun-

Sunny-

Sweet-

Tall-

Talon-

Tangle-

Tansy-

Tawny-

Thistle-

Thorn-

Thrush-

Tiger-

Timber-

Tiny-

Toad-

Torn-

Tumble-

Vine-

Vixen-

Vole-

Weasel-

Web-

Weed-

Wet-

Whisker-

White-

Wild-

Wind-

Wish-

Wolf-

Wren-

Yellow-

Suffixes

bee

belly

berry

bird

branch

briar

bright

brook

burr

claw

cloud

dapple

dawn

dusk

dust

ear

eye

face

fall

fang

feather

fire

flight

flower

foot

frost

fur

hawk

heart

jaw

leaf

leap

leg

light

mask

mouse

nose

pad

pelt

petal

pool

poppy

puddle

runner

scar

shade

shine

sky

slip

snow

song

speck

speckle

spirit

splash

spots

spring

stem

storm

stream

strike

stripe

tail

talon

thoen

throat

toe

tuft

watcher

water

whisker

whisper

willow

wind

Cat Names

Names in the Warriors series are easy to come up with if you know which prefixes and suffixes to use.

A good Clan cat name follows these guidelines:

-has one prefix and one suffix
-doesn't include the **most ridiculous** names that are listed under "Names You Shouldn't Use" (**optional** because **you don't have to follow all of my tips if you don't want to)**
-**easy to read** in the story
-makes sense

A good Clan cat name would be any of the following:

(I'm using SOME canon and noncanon names for this list)

Colors: Redfur, Bluepelt, Whitepelt, Blacktail, Yellowclaw, Goldenstripe, Graypool

Plants: Lilynose, Mossheart, Rosebriar, Leafstorm, Vinetail, Daisyheart, Blossomleaf, Petalnose, Hollyleaf, Fernbelly

Rock: Stoneclaw, Pebbleheart

Water: Mistyleaf, Dewnose, Ripplejaw, Rainpelt, Poolcloud

Fire or heat: Sunstorm, Firetail, Emberclaw, Ashfoot

Air and weather: Breezewhisker, Blizzardwing, Rainbelly, Snowleap, Cloudheart

Trees: Birchheart, Cedarclaw, Beechpaw, Oakpelt, Willowclaw, Mapleshade

Animals: Crowscar, Frogheart, Mousetail, Wolfclaw, Owlclaw, Deerleap, Doespring, Hareleap, Ottertail, Goosefeather, Robinwing, Ravenpelt, Ratclaw, Leopardclaw, Liontail, Tigerstorm, Snaketail

Light: Brighteyes, Darkclaw

Ground: Sandstorm, Dustpelt, Mudfur, Grasstail, Stoneleap

Time: Duskflower, Dawnpelt, Morningflower

Other: Clawface, Crookedjaw, Brokentail, One-eye, Halftail, White-eye, Onewhisker

You can see these are excellent names for a Warriors fanfiction. But there are some you shouldn't use. These use prefixes and suffixes that don't sound right when used in a Warriors fanfiction.

Names You Shouldn't Use:

Minerals: Diamondwing, Emeraldeyes

Animals: Dogkiller, Catscratch, Horsefoot, Twolegheart

Other: Winterfur, Summermist, Autumnfall

Plain Ridiculous: Mosssmoss, Moonmoon, Fernfern, Stormstorm, Cloudcloud, Featherfeather, Gorsegorse, Clawclaw, Poolpool, Leafleaf, Starstar, Firefire, Birdbird, Hawkhawk, Flowerflower, Meowmeow, Purrpurr, Hisshiss, Catcat, Catstar, Thebestleadereverstar, Thenextthingtothebestnamestar, Theseareridiculouspaw, and many others

Names That Are Okay to Use Even Though They Aren't Technically Canon:

Animals: Bearclaw, Skunkstripe

Other: Springleap

Allegiances

Write the Allegiances in this format:

ALLEGIANCES

PREFIXCLAN

LEADER LEADERSTAR—(cat description)

DEPUTY DEPUTYNAME—(cat description)

MEDICINE CAT CATNAME—(cat description)

APPRENTICE, APPRENTICEPAW

WARRIORS (toms, and she-cats without kits)

WARRIORNAME—(cat description)

APPRENTICE, APPRENTICEPAW

WARRIORNAME—(cat description)

(continue that format until you get to Apprentices)

APPRENTICES (more than six moons old, in training to become warriors)

APPRENTICEPAW—(cat description) (optional: (son/daughter of (cat) and (cat)); this format is from *SkyClan's Destiny*'s Allegiances)

(continue that on until Queens)

QUEENS (she-cats expecting or nursing kits)

QUEENNAME—(cat description) (also add: (mother to (male cat)'s

kits: Kitname, Kitname, Kitname, and Kitname, depending on how many kits the cat has))

(continue that on until elders)

ELDERS (former warriors and queens, now retired)

ELDERNAME—(cat description)

(next Clan)

PREFIXCLAN

(and repeat)

When using cats and other animals outside of the Clans, do the following:

CATS OUTSIDE THE CLAN/ANIMALS OUTSIDE THE CLANS

NAME—(description)

Etc.

And that's the Allegiances format!

For cat descriptions, use the following ideas:

(dark/light) (color) (she-cat/tom)

(color) (she-cat/tom) with (eye color) eyes

(color) tabby (tom/she-cat)

delicate (fur pattern) (she-cat/tom) with (eye color) eyes

(color)-and-(color) (she-cat/tom/fur pattern (she-cat/tom))

long-furred (color) (she-cat/tom) with (color) ears, (color) chest, and (one/two/three/four) (color) paws

sleek, (dark/light) (color) (she-cat/tom) with (eye color) eyes

(after the cat color, fur pattern, and gender) with (spotted legs/ white belly and legs/with slanting (eye color) eyes/big white paws/ with (color) patches/with blind (color) eyes/with (color) underbelly/(with darker flecks)/with a (color) muzzle/with (color) feet/with long scar across his back/from the horseplace/with black stripes/with tabby-striped tail/with long fur that sticks out at all angles/with long fur/blind in one eye/with one (color) ear/with (number) (color) paws/with large (color) mark on (his/her) forehead/who lives in a barn at the horseplace/with (number) (dark/light) paws/retired early due to failing sight/with a very long tail/with (color) belly and legs/with darker flecks/with (dark/light) (color) stripes/with a ginger patch on (her/his) chest/with fur that stands on end/with beautiful dappled coat/with a bushy tail/with pale (eye color) eyes/slightly clumsy/with long whiskers/with long teeth/with (dark/light) (color) legs/with (color) stripes and thick stripe over eye/with one hooked tooth/with creamy stripes/with black spotted fur/stout and short-tailed/with a narrow face and protruding canine teeth/with a glossy pelt/with tabby patches/fur tipped with white to give (her/him) a soft, cloudy appearance/with (color) splashes/with (color) legs and ears/with very small ears/ with fur that perpetually stands on end/with part of (his/her) tail missing/with (color) spotted fur, (color) eyes, and a pink nose/with thick knotted pelt/with (color) patches around (his/her) muzzle, flecked with (color)/with creamy stripes

pale silvery (she-cat/tom) with bright (eye color) eyes, long whiskers, sweeping, plumy tail; apprentice to the medicine cat

thick-pelted (color) (she-cat/tom)

short-tailed (color) (she-cat/tom)

unusually spotted (color) tabby (she-cat/tom)

mangy (she-cat/tom) with splotchy fur

long-legged (light/dark) (color) tabby (she-cat/tom)

muscular (color) (she-cat/tom)

(she-cat/tom) with a (short/long) (thick/sleek) (color) coat and

(bright/dark/light) (eye color) eyes

plump (fur pattern) (she-cat/tom) with (eye color) eyes

young (color) (she-cat/tom)

thin, (color) tabby (she-cat/tom)

pure (color) (she-cat/tom)

(color) (she-cat/tom) with a flame-colored pelt

(color) (tabby) (she-cat/tom) with blind (color) eyes

long-haired (she-cat/tom)

pale (color) (she-cat/tom) with (color) eyes

(color) speckled (she-cat/tom)

(after description) former (medicine cat/leader/loner/deputy/ rogue/kittypet)

very pale (color) (she-cat/tom)

slender (color) (she-cat/tom) with (color) paws and (eye color) eyes

small dusky (color) (she-cat/tom)

large (color) (she-cat/tom) with one (color) forepaw

mottled (color) (she-cat/tom)

dappled (color) (tom/she-cat)

wiry (color) (she-cat/tom)

elderly (color) (she-cat/tom)

striped (color) tabby (she-cat/tom)

thickset tabby (she-cat/tom)

very old (you know the rest)

sandy-colored

(color) tabby apprentice

russet-colored

plump, friendly kittypet that lives in a house at the edge of the forest

pretty kittypet

bright (color)

big, (dark/light)

small, energetic

skinny

nimble

Fur colors and patterns:

black

red-brown

tabby-and-white

black-and-silver

stone-gray

sandy-gray

pinkish-gray

gold

rose-cream

blue-gray

creamy brown

white-and-pale-ginger

pure-white

orange

tabby

yellow

white

cream-and-gray

smoky black

chestnut brown

brown

dusty brown

gray-brown

ginger-and-white

cream-furred

silver-gray

black, white, and tortoiseshell

gray

yellow

gray-and-white

black-and-white

brown-and-cream

cream-colored

reddish

cream

tortoiseshell

tortoiseshell-and-white

golden

silver-and-white

ginger

silver

golden brown

Cat appearances are difficult to come up with if you aren't familiar with the Allegiances. But, if you weren't familiar with the Allegiances, why would you be making a Warriors fanfiction anyway?

All sarcasm aside, the pattern of a cat's fur should be similar to the pattern of furs of cats in real life: tabby, tortoiseshell, spotted, etc.

The colors and patterns, on the other hand, should also be realistic: blue (as in bluish gray), dark or light gray, black, white, tawny (sandy colored), ginger/orange, tortoiseshell, tabby, pale, reddish-brown, speckled, with colored flecks, etc.

Eye colors also follow in suit with the fur colors and fur patterns. They include: blue, amber/yellow orange, clouded if blind, golden, red if you really think that albino cats should be in the series (it's original, but I dunno), and green. They should not be black or purple, nor rainbow.

Cat's tails can be fluffy, short, long, or not there at all. **Manx** cats

are the only cat breed without tails unless the cat lost it from an accident (although cat breeds aren't mentioned in the series).

Tails should not be **unrealistically** long **(say, more than a tail-length in the books; look at the chapter that informs about the cat language in the Warrior books)**, or have unusual colors. **(No, you cannot make your cat have rainbow tails)** The tails cannot be as long as a house or dragon-like per se.

The nose color can be pink, whether it be light or dark pink, or other cat nose colors such as velvet. This isn't usually an important detail when writing the Allegiances, but if you wanted to write a cat's nose color into the story, then make the nose pink or another realistic color. Just don't make it orange, red, blue, purple, green, yellow...you get the idea

And finally, extra additions to the cat's appearance, such as scratches, scars, broken limbs, or broken jaws. Cats who have injuries should have the injuries be realistic. You can't just have a cat that was hit by a monster, completely flattened, and is just fine.

A cat's injury shouldn't be massive. For example, don't make your cat have a body-long scar that goes from his/her right eye to his/her tail. That is not realistic. And do not have your cat be burnt to a crisp. That is also not realistic and the cat would have died. I'm sorry, but it's true. Cats cannot be completely burnt of every piece of fur on their body and survive. That is just **unrealistic** and completely out of place for cats who live in the wild.

All in all, just make sure your cat's appearance is **realistic , MAKES SENSE, is RELEVANT to the PLOT,** and **doesn't** include the following: (**rewritten**)

-rainbow colored fur (pink, **neon** or **really REALLY bright** yellow, green, **unusual shade of** blue, purple, or rainbow)

-rainbow colored eyes (pink, magenta, neon colors, black, rainbow)

-extremely long claws (reaches more than the top of the ground while not unsheathed) (unless it is Tigerclaw-like or something)

-extremely long tails (as long as a house or something like that is just crazy)

-extreme injuries that cats survive (cat burnt to a crisp and surviving)

-extremely long teeth (touching the ground; sabertooth-like) (unless it's Stonetooth or something like that)

-rainbow nose color (red, orange, yellow, green, blue, purple)

Territories

Acceptable territories:

-forest
-moors/hills
-mountains
-river
-marsh/swamp
-tundra (if there is available food, shelter, and water)
-etc.

Unrealistic Territories:

-ocean
-island
-beaches
-deserts
-Twoleg house that isn't abandoned
-volcano
-in the ground
-etc.

Example of Unrealistic Territory Descriptions:

-SnowyClan live in a snowy mountain area. It always snows and **there's no river to get water from because it's frozen. They eat snowTwolegs. They throw snowballs in training.**

-**FireClan live in a volcano. They eat fire and lava rocks. Sometimes they get killed by the eruptions. They play with fire.**

-**OceanClan live in the ocean. They can breathe underwater and eat whales**. They never sleep and **swim like sharks. They play with dolphins and Beluga whales.**

-IslandClan live on an island in the middle of the ocean. **They hate**

OceanClan because they can swim underwater and breathe underwater. IslandClan eat crabs and seagulls. They play with the coconuts in the trees because they can reach them somehow.

-JungleClan live in a jungle. **They eat leaves and monkeys. They sometimes die because the local jaguar eats them. They play with the local jaguar anyway.**

-LakeClan live in the lake. They swim like OceanClan, but they steal fish from fishermen on the boats. They play with fishing lines and are hurt by them often.

-TreeClan live in trees and hunt squirrels and birds. **Sometimes they fall out of the tree and die. They have their Clan meetings at the top of the tree, but once, a leader died from being pushed off the top by a kit. They play with the birds because the birds aren't scared**.

-GroundClan live underground. They eat moles. They dig diamonds up. They play with rocks.

These territory descriptions are so unrealistic that it's so easy to make them up. **PLEASE DON'T WRITE THAT.** It makes for a bad story.

Instead, write something like these:

-AcornClan live in a forest with oak trees. They hunt squirrels, mice, and sometimes birds. They play with moss and fresh-kill.

-PineClan live in a forest with pine trees. They learn how to do attacks from climbing trees and launching themselves off of them to the forest floor onto invaders. They hunt squirrels. They play by climbing.

-StreamClan live by the river. They hunt fish from the river and learn how to attack enemies in the water. They play in the water.

-BrambleClan live in a clearing in the woods with brambles around the camp to protect from invaders. They leave through a tunnel in the brambles to go hunt.

-GrassClan live on the hills/moors. They hunt rabbits and sometimes see sheep on their territory. Their camp is in the valley of the hills.

These are much more realistic descriptions of territories. It won't be easy to try and write a territory description that is unlike the original four Clans (ThunderClan, ShadowClan, WindClan, and RiverClan) because the cats can survive in these territories.

Clan Names

Clan Names You Should **Not** Use

-DragonClan, UnicornClan, GiantClan, ElfClan, GoblinClan

-DeathClan, LifeClan, KillerClan

-LoneClan, FullClan, AloneClan

-HeartClan, LuckClan, CharmClan

-BrightClan (it sounds weird), LightClan, BraveClan

-DemonClan, DevilClan, BadClan

-CatClan, DogClan, WolfClan, HorseClan, SheepClan, DeerClan, BadgerClan, MouseClan, RatClan

-MilkClan, HoneyClan, WaterClan (it sounds ridiculous), OceanClan, SeaClan

-ClawClan, FangClan, PawClan

These Clan names are unrealistic. The Clans that include "Heart" or "Brave" are just plain stereotypical. They are directly showing that the Clan named "BraveClan" is the best Clan there is. "DarkClan" may be used because it's close to "ShadowClan".

The following Clan names are **good** for writing a Warriors fanfiction:

-BrambleClan

-StreamClan

-GrassClan

-PineClan

-PoppyClan

-SandClan

-MistClan

-GorseClan

-OakClan

-WillowClan

Remember that the Clan names have to be the same as their founder.

Prophecies

Prophecies shouldn't be obvious. They should also make sense without giving away which cats it is about.

A **bad** prophecy would be the following if in the story, there were cats named Firetail, Stoneclaw, and Darktail:

"A fire will rise as it burns the stone from the dark."

For one, this prophecy doesn't work. It is also **too obvious** if the cat's prefixes were already mentioned. Don't give away the members of the prophecy in the prophecy. Or better yet, just don't make it obvious.

A good prophecy would be the following for those cats:

"A spark will strike a rock, and from it, a shadow will rise."

Or use numbers such as:

"Six will become two as midnight draws."

Warriors Fanfiction Cliches

Some of these may or may not all be considered by some to be clichés, but I put them all here for a reason.

1. Obvious prophecies

2. Rainbow-colored cats

3. She-cats being the main character all the time

4. She-cats giving StarClan messages

5. White she-cats from StarClan

6. Cats that are jealous of the main character

7. Unrealistic-to-Warriors cat powers (able to catch every piece of prey found without mistake, make every tom fall in love with main character)

8. Flying cats (um...)

9. Dancing cats (not joking; there were dancing cats in a fanfiction)

10. Singing cats (even song lyrics pasted into chapters)

11. Cats saying Twoleg words (A queen said, "Go to bed now, my kits.") even if they aren't a kittypet or formerly were one

12. Cats driving or controlling monsters (not a cliché **HOPEFULLY**, but you never know!)

13. ShadowClan is evil and bad (ironically this is #13 on the list of clichés)

14. Cloudy and stormy battles even though it was sunny before ("It was a sunny day with clear skies." 10 MINUTES LATER: "The sky clashed with thunder and lightning as the cats battled each other.")

15. Good wins every time ("'No one can beat us!' boasted Awesomecat, who was really annoying and arrogant.")

16. Background characters die before main characters **(Insignificantcharacter died! ThunderClan is out of usable warriors! But wait, there's more! ThunderClan sent out a StarClan warrior! Go! Maincharacter! Maincharacter used 1-Hit KO! It was super effective! Opponents fainted! ThunderClan defeated Opponents! ThunderClan got nothing but haters for winning (again)!) (if you get it, you are cool)**

17. Main characters live forever until the end of the book (Mainkit is now Mainpaw. Mainpaw is now Maincharacter. Maincharacter is now Mainstar. Mainstar is still alive at the 1,450th book. Mainstar dies in the 1,451st book, which is a Super Edition. Mainstar goes to StarClan.)

18. Most villains are male

19. Both enemies die in a battle that ends it all

20. Medicine cat romance **(Meow meow meow meow meow, meow meow meow meow meow, meow meow meow meow meow, MEDICINE CAT ROMANCE!) (reference is "Bad Romance" by Lady Gaga)**

21. ALL SHE-CAT/TOM STEREOTYPED PREFIXES AND SUFFIXES **(Flower for females, Tiger for males, etc.)**

22. Dark-furred cats are bad **(why you gotta be against ShadowClan?)**

23. Main character becomes leader of the Clan **(MC becomes an apprentice. Two pages later, MC becomes leader.)**

24. Kits playing battle every time **(okay, they do this because they are kits, but they could play moss ball catch and chase the other cat's tail or something; be original!)**

25. Kits getting into trouble with the medicine cat den **(Couldn't they get in trouble with the leader's den or elder's den as well?)**

26. Cats sneaking out of camp without a disguise or something original **(maybe have them sleepwalk or fake sleepwalk xD)**

27. Annoying tom with a high ego **(You could make a nice tom who is kind or who doesn't want to have a mate at all)**

28. Forbidden relationships with cats from other Clans **(Professor Firestar's words echoed in your mind: "You can't have forbidden relationships here!") (reference, anyone?)**

29. Bullied protagonist **(everyone bullies the protagonist)**

30. Mary Sue characters **(worst)**

31. Using a very similar title as a canon book **(or even worse, using the same title or even copying and pasting the original book) (fake examples are "The Fast Hope", "Into the Mild", "Fire and Mice")**

32. Incorrectly capitalizing Clan and cat names **(wrong: Clanname, CatName, catname, catName, clanname, clanName)**

The following are based off of real Warriors fanfics I found:

33. Naming your cat Starstar

34. Naming your cat Jewelstone or something

35. Naming your cat Frostyair**...enough said**

36. Naming your cat Bloodpool. **Ewwww.**

37. Naming your cat after a canon cat when you are using different cats.

38. Naming your cat Runningwater.

39. Naming your cat Waterbreath. **What?!**

40. Naming your cats with the same suffix or prefix over and over again in the same Clan.

41. Naming your cat Airvoice. **Seriously that was one in this**

fanfiction I found. I used it for one of the "A Bad Warriors Fanfiction" chapters in this book.

42. Naming your cat Beakbreak.

43. Naming your cat Kindlefoot....Is it a Kindle reader?? **(Kindle is another name for something as stated in the comments.)**

44. Forgetting the Prologue **(UNLESS IT IS NOT RELEVANT)**

45. Forgetting the Allegiances **(UNLESS THE ALLEGIANCES ARE NOT RELEVANT)**

46. Capitalizing "greenleaf" or other season names **(leaf-bare, leaf-fall, greenleaf, newleaf are all correct)**

47. Not capitalizing "Clan"

48. Fox attack **(maybe have a sparrow attack or other bird)**

49. Badger attack **(maybe have a snake attack)**

50. Dog attack **(have a Twoleg try and catch the cats for a shelter or something)**

51. Twolegs moving cats out of their territory **(have the cats move because of a storm or something)**

52. Main character becomes deputy

53. Main character always gets the prophecy **(try an elder or queen or even a kit)**

54. Main character gets a mate

55. Main character gets special privileges

56. Main character becomes deputy without having an apprentice

57. Naming a kit for the sole purpose of having the suffix of "star" when that cat becomes leader **(Twinklingkit, Starrykit, Twinklekit, Shiningkit)**

58. Using incorrect grammar for the Clan language

59. Using incorrect spelling for the Clan names or cat names

60. Adding more ranks (hunter-warrior) if not WindClan **(WindClan had moor-runners in the canon series and tunnelers in the book Yellowfang's Secret) (there was once someone who added warrior-hunter)**

61. Main character becoming crippled to be a medicine cat apprentice

62. Main character never loses a battle

63. Main character goes to the Dark Forest in their dreams **(unless it's relevant to the whole story's ending or something)**

64. Main character catches 14 mice, 49 voles, 3 blackbirds, 10 sparrows, 8 shrews, and 2 hawks in one hunting patrol

65. Main character looks the best out of every cat in the Clan(s)

66. Crazy prefixes **(Twinkling, Jade, Amethyst, Diamond, Sparkling, Winter, Summer, Autumn, Horse, Cow, Strong, Bison, Dog)**

67. Crazy suffixes **(Sandshimmer, Sandwhisper, Sanddream, Sandfear, Sandblood, Sandclimber, Sanddreams, Sandswoop, Sandscreech, Sandglimmer, Sandwish, Sandhope)**

68. Crazy names **(Lavacrack, Obsidianbreak, Loneclaw, Dreamwhisper, Dreamwish, Glimmerpaw, Glamorpaw) (need I say more?)**

69. Main character gets weird dreams from StarClan **(again, let it be a kit, elder, or queen)**

70. Medicine cats, medicine cat apprentices, leaders, warriors, and apprentices are the only cats who get dreams from StarClan; never queens, kits, or elders **(I have an elder get the prophecy and give it to the main character in my book "Warriors Mysterious Prophecies: Purple Mist", but I'll admit that the book was my**

first fanfiction for Warriors and I have notes all over the series of it about what I did wrong with it and the things I did that writers shouldn't do when writing a Warriors fanfiction)

71. Any cat can call a Clan meeting other than leader and deputy

72. All elders are crabby **(okay, they are always crabby elders and that's okay, but some should be kind)**

73. Apprentices can have mates

74. Wrong herbs and incorrect uses **(study up on those if you are not sure)**

75. Plagiarizing parts or whole books from the canon Warriors series by the authors who write under the name Erin Hunter **(their books are the real Warriors and are published and copyrighted so no one can copy and paste them onto Wattpad, but people still do; and when they do, you should report it!)**

76. Light-colored cats are always good

77. Ceremony words are wrong

78. Crazy territories **(cats in a desert, in Antarctica, in the ocean)**

79. Crazy Clan names **(OceanClan, SpaceClan, DogClan, WolfClan, CowClan, BirdClan, BraveClan, BrightClan, SpottedClan, SpeckleClan, FrogClan, ToadClan, SheepClan, MilkClan, NutClan, AppleClan)**

80. Bad cats always go to the Dark Forest even if they slapped a kit's food out of its paw

81. Cats jumping really high **(I mean like over houses)**

82. Elders dying first

83. Battles all the time **(unless it's plot-relevant for the whole story)**

84. Cats doing things that cats cannot do normally in the Warriors series **(like saying things instead of meowing, shrugging their shoulders, hugging, laughing, yelling, crying, etc.)**

85. Made-up warrior code rules (Cats must be friends with everyone...I mean everycat; Clans must not battle) **(if it is required for the Clans for a specific event, it's okay)**

86. Cats catching prey on their first try without fail

87. Giving away the surprise in an author's note at the end or beginning of a chapter **(seriously; this happens)**

88. Asking readers what powers the main character should have so the main character is amazing **(I kid you not; this happened in a story I read)**

89. Authors being oblivious to the prefixes **(not knowing them)**

90. Main character hated by every other cat **(unless it's the villain)**

91. Main character mentored by deputy or leader

92. Main character not flawed in any way (Mary Sue still, but you know)

93. Main character fights better than any other cat

94. Main character having a big secret that they can't tell any other cat **(they should tell it or not have one)**

95. Having the main character save the Clan all the time

96. Making the Allegiances incorrectly

97. Making the point of view switch constantly **(I mean like every paragraph)**

98. Cats surviving without fresh-kill or water **(I mean that no cat dies because of it)**

99. Cats staying up all night **(unless they are sitting vigil for their warrior ceremony)**

100. Bad fanfictions. Just bad fanfictions. (It's a joke)

Mary Sues

Mary Sues and Gary Stu cat have the following flaws:

Are perfect in every way
Can hunt and come back with unreasonable amounts of prey (10,000 mice or 10 shrews)
Never lose a fight (okay Lionblaze eventually lost a fight)
Fly
Can jump over a large pine tree (so no exaggerating jump heights)
Every cat is jealous of them
Every cat wants to be them
Becomes leader in the series without mentoring a cat and/or unreasonably (such as becoming leader from kit, apprentice, warrior, queen, or elder)
Doesn't have a flaw
Doesn't fail at anything (hunting, fishing, training)
Is loved by every cat
Knocks down a cat on their first battle training session
Doesn't have trouble swimming their first time
Always at ceremonies on time
Can go out at night without getting in trouble at some point in the story

Camp

Every Clan's camp must have:

-leader's den

-warrior's den

-apprentice's den

-elder's den

-medicine cat's den

-a source of water

-nursery

-fresh-kill pile

-somewhere the leader holds Clan meetings (High-place)

-dirtplace

-burial place

-hunting area

-entrance

-something bordering the camp to protect against intruders

Optional:

-training area

The Warrior Code

1. **Defend your Clan, even with your life**. You may have friendships with cats from other Clans, but your loyalty must remain to your Clan, as one day you may meet them in battle.

2. **Do not hunt or trespass on another Clan's territory.**

3. **Elders and kits must be fed before apprentices and warriors**. Unless they have permission, apprentices may not eat until they have hunted to feed the elders.

4. **Prey is killed only to be eaten**. Give thanks to StarClan for its life.

5. **A kit must be at least six moons old to become an apprentice**.

6. **Newly appointed warriors will keep a silent vigil for one night after receiving their warrior name.**

7. **A cat cannot be made deputy without having mentored at least one apprentice**.

8. **The deputy will become Clan leader when the leader dies or retires**.

9. **After the death or retirement of the deputy, a new deputy must be chosen before moonhigh**.

10. **A gathering of all four Clans is held at the full moon during a truce that lasts for the night.** There shall be no fighting among Clans at this time.

11. **Boundaries must be checked and marked daily**. Challenge all trespassing cats.

12. **No warrior may neglect a kit in pain or in danger, even if that kit is from a different Clan.**

13. **The word of the Clan leader is the warrior code.**

14. **An honorable warrior does not need to kill other cats to win his battles, unless they are outside the warrior code or it is necessary for self-defense.**

15. **A warrior rejects the life of a kittypet.**

Clan Cat Duties

Leader- Highest rank, leads the Clan, hosts Clan meetings, talks during Gatherings, hosts cat ranking up from kit, apprentice, etc., goes to the Moonpool or Mothermouth, has 9 lives, suffix is -star

Deputy- Assists the Leader with the Clan's needs, groups up Patrols, takes the place of Leader if the Leader is not present at meetings and Gatherings

Warrior- Rank after Apprentice if the cat wants to be a Warrior, fights in battles, attends meetings and Gatherings if chosen to go to Gatherings, goes with Leader to Mothermouth or Moonpool if wanted, have duties such as hunting patrol, border patrol, etc., can have an apprentice if they are a mentor

Apprentice- have a mentor when made an apprentice, suffix is -paw, helps in duties, trains with mentor, goes on patrols sometimes

Medicine Cat- heals members of the Clan and members of other Clans if needed, goes to Mothermouth or Moonpool with other medicine cats and apprentices, gathers herbs, is given prophecies, can have an apprentice
Medicine Cat Apprentice- helps Medicine Cat, goes to Moonpool or Mothermouth

Queen- stays in the nursery most of the time if with kits, helps other Queens with kits

Elder- get food from apprentices, lie in their den

Terms Used

leaf-fall: autumn, fall season

leaf-bare: winter

newleaf: spring

greenleaf: summer

Twoleg: human

Twoleg nest: house

half-bridge: boat dock

horseplace: horse stables

Thunderpath: road

moonhigh: midnight

sunhigh: noon

Silverpelt: the Milky Way/stars

Gathering: meeting of all four Clans at Fourtrees/the island

Fourtrees: four oak trees that are connected in the middle of the forest territories

Nofurs: human

Upwalkers: human

broken half-bridge: broken boat dock

sunrise: one day

heartbeat: split second

moon: one month

Carrionplace: A dumpyard in the forest territories

Crowfood: a dead, rotting prey animal; insult

Cutter: the vet

Dirt, as in "make dirt": feces (poop for all you younger people)
Also, "making dirt" is pooping

Fresh-kill: recently killed prey

Greenleaf Twolegplace: resort or camping place, for humans in summer

Kittypet: a house cat

Loner: cat that lives by itself and doesn't defend its territory

Monster: car/truck/bulldozer/any vehicle

Water-monster: boat

Mothermouth: opening to the Moonstone cave in the forest territories

Rogue: hostile cat that doesn't have a permanent home, doesn't care about Clan boundaries

Sharing tongues: cats gossiping to each other while grooming each other

Sun-drown-place: ocean to the west of the Clans' territories

Twoleg kit: human child

Twolegplace: town, city, or village where humans live

Quarter moon: week

Half-moon: two weeks, half a month

Moonrise: when the moon rises

Sunup: Dawn

Sundown: Dusk

Fox-length: a yard

Tail-length: a foot

kitstep/kittenstep: an inch or half inch

Rabbit-length: foot and a half

Pawstep: six inches (half a foot)

Tree-length: 40-50 feet

Mouse-length: 2 or 3 inches

Fighting Techniques

Please do not try these at home, your friend's house, outside, in Walmart, etc.

Back kick - judge opponent's distance from you carefully, then lash out with your back legs, taking all weight on your front paws

Belly rake - slice with unsheathed claws against opponent's belly; if pinned down, belly rake puts you back into control

Front paw blow - front attack; bring front paw down hard on opponent's head, claws sheathed

Front paw strike/forepaw slash - front attack; slice downward with front paw at the face or body of opponent

Killing bite - death blow to back of neck; quick and silent, but dishonorable; only as a last resort

Leap-and-hold - best used by a smaller cat with a larger opponent; spring onto opponent's back and grip with unsheathed claws, but watch out for the drop-and-roll counter attack and try to jump off before you get squashed

Partner fighting - defensive position, protecting the other's back while fending off opponents on either side; slashing, clawing, and leaping together, battle pairs can be dangerous for attackers

Scruff shake - secure a strong teeth grip in the scruff of opponent's neck and shake violently until they are too dizzy to fight back; most effective on rats

Tail yank - grab opponent's tail and yank them that they fall over

Teeth grip - sink your teeth into an opponent's legs, tail, scruff, or ears

Upright lock - final move on weakened opponent; rear up on back

legs and bring weight down on opponent; if opponent does the same, wrestle and flip them under you, but then they can do the belly rake so have great strength and speed

Half-turn belly rake - turn onto your side and go under opponent's belly, rake their belly with you claws and then go back out from underneath them

Badger defense - leap over opponent, turn on back legs and bite opponent's leg; only used against badgers

Duck and twist - defensive; duck and twist around to roll over on your back, then spring to paws

Jump and pin - leap backwards and bounce off the wall/tree, land on cat

Rear-up to slash - rear up on hind legs and slash at opponent

Attack crouch - crouch down to leap at opponent

Tucking in tail - tuck tail in

Brushing out fur - slick down fur to look weaker than you are

Arched back - intimidates opponent

Shoulder drop - grabbing opponent's shoulders and locking them against ground

Roll over - roll over to avoid opponent's swipes or grips

Badger defense (advanced) - leap over opponent, turn on back legs, then while turning, rake claws onto opponent's back, sink teeth into opponent's leg; used against badgers only; Dark Forest move

Underbelly slash - dart under opponent's belly, slash at the back of their forepaws; when they twist, back quickly out the way you came and hook your claws onto their fur and drag them to the ground; Dark Forest move

Spin hind kick - flick your hind legs into air while spinning around on forepaws, then rear up and rake at opponent with claws before tucking your head down and doing a forward roll; Dark Forest move

Hold and enemy collapse - leap onto an opponent's back and hold their head with your forepaws, use your hindpaws to knock their hind legs out from under them, making them fall; Dark Forest move

Forest attack - move quietly and communicate with signals, do not crack twigs, startle birds, or rustle bracken; keep downwind afof opponents so your scent doesn't give you away; look for freshly broken twigs, overturned leaves, remains of prey, and clumps of fur on brambles because any animal that moves through the forest leaves behind signs that it passed by and could lead you to the invaders; keep mouth open to find unfamiliar scents, but if there is a scent without a breeze in the air, your opponent could be closer; light-colored pelts are easily seen against brown and green foliage, so stay in the thickest cover and keep low so the opponent won't see you; never miss a moment to perfect your tracking ability; as kits, they sneak up on their mothers and pounce on them; apprentices leap out at each other from behind bushes and tree stumps; these skills are useful

Lightning strike - crouch behind opponent with your patrol, but be hidden; wait for leader of patrol to give attack tail signal; spring on opponent's back, aim for their ears and as soon as you attack, retreat back to forest; when the opponent lets their guard down, attack from different angles because they will think they are outnumbered and retreat

Night ambush - hide in shadows of the night with patrol; make sure your scent is not going towards opponents; wait for leader of patrol to give the attack tail signal then strike opponent quickly as they will be caught off-guard with a night battle; cut off all of the opponent's escape routes with patrol; if they attack back, battle again, but if not, leave them with a warning

Double-front-paw slap-down - splash water into opponent's face with your front paws, blinding them temporarily

Underwater leg sweep (front or hind) - crouch under water, holding your breath; sweep legs of opponent because their head is above water-level, so they struggle to breathe

Push-down and release - use opponent's weight to hold them underwater; with a firm grip, raise them to the air so they can breathe, then send them under again; do this until the opponent gives up

Tail splash - splash water into opponent's eyes with your tail, temporarily blinding them

Underwater push-off - hold your breath, then crouch underneath water's surface; aim an accurate pounce at opponent on water's edge, then pounce and knock them off-balance

Rushpaw splash - flick a splash of water at a distance to make a decoy for the opponent, leaving time for a surprise attack

Approach from above your enemy - gain high ground, wait for leader of patrol to give the attack tail signal, then charge down from high ground

Use the light from the sun - attack opponent with the sun behind you, blocking their view

Know where the wind is coming from - if there is a strong wind, move so that it blows from behind you, blocking your opponent's view with the dust

Conceal the size of your force - have opponents in sight from a distance; either group your patrol together or have them spread out in single-file, then attack opponents

Attack both ends of the enemy line first - attack both ends of opponent's line, leaving two middle cats to fend on two fronts; attack the rest of the opponents until they run

Keep fresh warriors in reserve - always keep strong cats to replace injured ones

Feigned retreat and ambush - a patrol of strong cats attack the

opponent's line; the group retreats repeats until the line is broken; tunnelers jump out of rabbit holes and attack both fronts until opponents surrender

The sky-crusher - balance on a thin branch and stay quiet; land on opponent with claws unsheathed

The flick-over - balance on a thin branch and stay quiet, then land on all four paws on opponent; knock opponent's paws from under them, flip the opponent over onto belly and pin them down until they surrender

The kick - balance on a thin branch and stay quiet, then kick the opponent as you fall close to the ground; use momentum of fall to spring backward before opponent can attack

The slice - balance on a thin branch and stay quiet, then drop on opponent with claws unsheathed

The branch swing - hold onto a branch with front claws as your back paws rake opponent's face

The reverse branch swing - hold onto a branch with back claws and rake opponent's face with front paws

The trunk spring - balance on a thin branch and stay quiet, then slide down trunk of tree, spring off trunk with back legs at opponent

The reverse climb - pace backwards as the opponent advances; climb backward up the tree to escape opponent

Diseases and Injuries

DO NOT USE THESE HERBS ON YOUR REAL CATS! GO TO A VET INSTEAD!

Chest infections are greencough and whitecough. **Use catmint for this only.**

Poisoning is done by eating or drinking poisonous substances or herbs like deathberries, foxglove seeds , or holly berries. This is also done by eaten rotten prey or poisoned prey, drinking poisonous water, inhaling too much smoke from a fire, or being bitten by a snake. **Use yarrow for this.**

Rat-caused Infections are caused by rats. **Use burdock root for rat bites.**

Blindness and Deafness are caused by many different factors including old age, accidents, infections, and birth defects. **Not curable, unfortunately.**

Aching Joints happen when a cat becomes older. **Use daisy leaves, marigold, ragwort leaves, or feverfew.**

Toothaches are caused by cracked teeth. **Use alder bark.**

Fevers are caused by other infections such as greencough or an infected wound. **Use feverfew.**

Chills are caused by cold weather or being in cold water for a long time. **Warm the cat up.**

Wounds are the most common injuries. **Use cobwebs and a variety of other herbs.**

Sprains are caused by by joints being stretched farther than their normal limit and can be torn. **Use daisy leaves.**

Joint dislocation is caused by the displacement of a bone from its

normal joint. **Relocation of the joint is done manually.**

Cracked paw pads are caused by walking long distances on hard surfaces or cold weather. **Use marigold.**

Broken bones are caused by a number of reasons.

Tail Signals

Tail straight - stop

Tail rippling - move forward slowly and with care

Tail held straight and moving from side to side slowly - retreat quietly

Tail pointing low to the ground and moving side to side slowly - spread out

Flattened tail - get down

Bobbing tail - enemy sighted

Hooked tail - danger

Tail held straight and waving side to side - stay behind me

Tail held over back - follow me

Tail flicking over back - leave, but be careful

Tail tip facing other direction - attack

Tail kinked - attack

Sharp flick and agitated expression - I am annoyed, irritated, or impatient

Calling out to a cat, but that cat is facing the same direction, that cat can flick their tail to show that they heard you

Putting tail over another cat's mouth if sharp flick - Shut up, mouse-brain!

Putting tail over another cat's mouth if cat is talking too much - Please, be quiet

Flick in a certain direction - Look over there

Normal flick - amusement

Tail flick - vents anger or rage

Flick tail - when a cat is about to say something sarcastic or funny

Tail flick - can be done arrogantly

Stiff tail flick - when anxious

Tail flick - happy

Lashing tail - anger

Drooped tail - sad

Swishing tail - excited

Still tail - when hunting

Twitching tail - skeptical of something

Borders

Patrols must check and mark the border to make sure they are not crossed.

Clans patrol borders two times a day, at dawn and at sunset.

Cats can only cross the border if they need help, are attacking or invading, or have other reasons.

Prey

Toads

Frogs

Eagles

Hawks

Falcons

Finches

Thrush

Sparrows

Crows

Pigeons/Doves

Starlings

Magpies

Wrens

Pheasants

Blackbirds

Fish

Minnows

Pikes

Robins

Lapwings

Shrews

Water voles

Voles

Rabbits

Hares

Snakes

Adders

Lizards

Squirrels

Mice

Wood mice

Rats

Clan Life

At dawn, the deputy appoints the daily patrols.

Border patrols leave at dawn and sunset.

Several hunting patrols leave daily.

Some Clans prefer to hunt at night, but others during the day.

Some warriors always remain in the camp to guard it in case of an attack.

Mentors train their apprentices at a designated place.

Apprentices do chores like cleaning old bedding, tending to queens and elders, and cleaning dens.

The elders tell apprentices stories while the apprentices are giving them fresh-kill, giving them moss soaked in water, or getting rid of their ticks and fleas.

New medicine cat apprentices learn each herb.

More experienced medicine cat apprentices help with minor illnesses and injuries.

The medicine cat treats injured and ill cats, trains their apprentice if they have one, and gathers herbs when their stock is low.

The leader watches over the Clan, has private meetings with warriors, and calls a Clan meeting when needed.

Cats that stay in the camp rest, sunbathe in the clearing, eat prey, or share tongues with other cats.

The cats are most active during sunrise or late afternoon. They rest at moonrise and sunhigh.

At night, one or more warriors stay awake to guard the camp while the others sleep.

Enemy Animals

Badgers

Dogs

Other cats

Snakes

Hawks for kits

Rats

Mountain lions

Foxes

Twolegs

Medicine Cat Code

A medicine cat cannot have a mate or kits.

A medicine cat can only retire when their apprentice can take their place as medicine cat.

A medicine cat shares dreams with StarClan only.

A medicine cat can only talk about dreams, prophecies, or omens with their leader or other medicine cats.

About The Clans

ThunderClan

-live in the forest
-battle close to enemies
-guards the warrior code passionately
-are called cowards for avoiding border battles
-had the biggest border battles with RiverClan in the old territories at Sunningrocks

Fun fact: Sunningrocks used to be an island in the middle of the river in the old territories, but the river caused it to become attached to the lad of ThunderClan's territory. (The Ultimate Guide by Erin Hunter (rather the author group that write under the pseudonym of Erin Hunter) in "Bluestar Speaks")

-won most of the Sunningrocks battles
-met more kittypets and rogues than other Clans

ShadowClan
-ate lizards and frogs
-like to be independent

WindClan
-have moor-runners and tunnelers
-are the closest to being related to the Ancients
-are called puny and skittish by the other Clans
-are stuck-up (Read Tallstar's Revenge; you'll get what I mean)

RiverClan
-apparently are suspicious because they can swim and like swimming (The Ultimate Guide on RiverClan)
-decorate their den nests with feathers, miss and other things they collect

Deaths

Badger attack

Fox attack

Dog attack

Drowning

Hunger

Falling off a cliff

Rat bites

Greencough

Holly berries/deathberries (poisoning)

Lightning

Tree falling on them

Battle wounds

Hawk taking a kit

Hypothermia (dying in the cold snow)

Fire

Smoke inhalation

Bear trap

Mountain lion

Eating from the carrionplace (I believe this is a way)